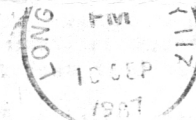


August 1987

Price \$1.50

*Long Island
Sinclair-Timex
Group*

LIST
P.O. BOX 438
CENTERPORT, N.Y. 11721-0438



THE FAMILY
HOBBY



TO:

Don
3310 Clover Dr S
Cedar Rapids IA 52404
Jan-88
Lambert

FIRST CLASS MAIL

DATED MEETING NOTICE— DO NOT DELAY!

NEWSLETTER NOTES

In the last issue, John P.'s BASICODE article failed to mention where one could obtain the BASICODE program. John has sent me the information, which I will now pass on to you: For information about BASICODE, write:

NDS-HOBBYSCOOP

PO BOX 1200

Hilversum

The Netherlands

The price of the program was 37 guilders when John purchased it, back in mid-1986. I am not sure what the conversion to dollars would be. If you do decide to order the program (and I advise you write first, to see if it is still available), an ordinary personal check will not do. You would need to send a secured check. Secured checks are available from several sources. Your bank will, if you're a 'preferred' customer, write a credit letter for you; but not many Sinclair fans will probably be able to get this service. In Manhattan, you can get a secured check from Deak-Perard, Chequepoint, General Bank of Netherlands, or Nederlandsche Middenstandsbank NV (no, I don't know what the NV stands for). Sorry for the mix-up with the diagrams from John's BASICODE article...the listings should have been right next to the article but instead were placed a few pages away.

As a separate news item from John, he states "You can get Spectrum books from England right here in New York! Post or ring up Sheridan House for its catalog of sci & tech books; it has about a dozen Spectrum titles". Sheridan House, 145 Palisade Street, Dobbs Ferry, NY 40522; 914-693-2410.

Sorry for the delay in mailing out the July issue. Apparently there was a problem with the mailing list...the newsletter is prepared by me, then sent to another LIST member for printing and mailing.

And finally- LISTing needs articles! Please send us any interesting 1000/2068/QL or Spectrum news, articles, programs etc. so I can keep the newsletter interesting! I can't publish articles about particular machines unless I have articles...if the newsletter seems to be biased toward a certain machine, please don't rush to say that I'm picking favorites. I will do my best to keep the newsletter balanced between the machines. But again- if all I get is QL articles, how can I publish 2068 articles (NYLES)?

-Joe Newman, Editor

LETTERS

Dear LIST,

About a year back there was mention of getting the 2050 modem to work on a Spectrurnized 2068. Do you know if this is possible to do or if anyone has done it yet? I would like it to work with the 27K buffer and interface 1 and microdrives.

I hope you can help me with this problem...I would very much like to make this happen.

Also I am very interested in networking Spectrums and QLs together, QLs and QLs, Spectrums to Spectrums. Any programs that you know of to do this?

I am also looking to buy a good and working Sinclair Interface 1 and one ZX Microdrive at a reasonable price.

Thank you,
K.A. Ball

P.O. Box 704
Cambridge, MA 02129

* K.A.- One very successful attempt at using the 2050 modem with a Spectrurnized 2068 is called 'Spectrum-64'. It is a terminal program with over 31K buffer, XModem transfers, 64 column screen, and much more...all from software. It has the added feature of being able to handle RS-232 cards for use with 1200 baud modems! A 2068 version of Spectrum-64 is also available- contact Variety Sales or G & C Computer Products (the U.S. distributor) for more information. There is a user area for customizing, so you should be able to use your microdrives with the program.

As for networking, an article appeared in either a ZX Computing or a Sinclair User magazine about linking a Spectrum to a QL. I will dig up the article and send you a copy. As for QL to QL- I have done some work in this area- files can be transferred between QL's easily, and with a little work two way messages can be sent as well as a few other things, but this gets very tricky from basic. If you are serious about QL networking, then Tony Tebb's Toolkit II is a necessity- it has much improved network facilities over the standard QL, allowing sharing of drives and printers...however, realize that a Toolkit II cartridge is needed for EACH machine in the network.

*John Pazmino has requested publication of a list of goodies he has for sale...this list appears elsewhere in this issue. Note that all items on the list are items which John has owned and previously used or looked through.

Our secretary and fellow member Harvey R. proposed the following questions:

"I just got through playing with the QL-ABACUS spreadsheet program by doing the illustration of the 'Mortgage Calculator' which is on page 29-31 of the manual. I wind up getting different numbers from it's calculations than from the program I use on the 2068. One of the things that has to be changed is line (cell) C20 which adds one year's interest to the original principal (i.e. If you borrow \$75000 at 12% interest, the loan becomes \$84000 to start with). The needed change for this is:

(C20)wor.loan*(1+wor.int) change to:

(C20)wor.loan (which now becomes=C4)

However, even with this change I wind up getting the loan paid off sooner than the 5 years put in for 'Term of Loan', and the last payments become negative. Annual payments are different as well as the monthly payments. I played around with some of the other formulae for an hour or so with no satisfactory results.

- Harvey R.

* First of all, this letter was dated June 28. I don't know if Harvey has solved the problem...if you have, send it to the newsletter! I have not played around with Abacus too much, and I haven't tried the program you mentioned. However, the one thing I keep thinking of when I read that you get wrong answers, is that maybe the formulae are wrong. You stated that you played around with the formulae...perhaps you may have overlooked a formulae from the QLUC which you thought was right. Anyway, let us all know how you made out with the problem. And anyone else who solves the

problem- send me the solution so I can print it. Also, send any other problems you may have encountered with Abacus or the other three Psion programs.

Dear LISTing,

I read the article about MOS- BASICODE-2 twice, and I am greatly interested. I believe that it is a way to bridge the gap between the various T/S computers. I feel that it could be one of those really important developments to enhance the usability of the T/S computers. I hereby thank John P. for the article.

I have the E-2 key keyboard interface that works with the ZX81 and the T/S 1000, but it will not respond at all on the T/S 1500. By comparing the backplane I see that a few connector lands have different names. Does anyone know if the E-2 Key interface can be modified to work on the T/S 1500?

I am looking for an Oliger EPROM programmer for the 2716 EPROM. I would like to find one in working condition with documentation. I have the new programmer that will program the 2764 and 27128 EPROMs.

I see that LIST tape #8 will soon be available. I wonder if it is possible for those of us who can never get to the meetings to get the tape? In fact I would like to get all of the tapes from start to finish (1000, 1500, Spectrum & 2068), is that possible? If you would tell me how much to send in for the LIST tapes I will do that and renew my membership. SASE enclosed.

SINCLAIR/TIMEX STILL LIVES-
Donald S. Lambert

* Donald:

Thanks for the letter! Your last sentence is so true! I don't know much about the T/S 1000 and 1500, so I can't help you with those questions, so we'll have to rely on our other more knowledgeable members- can you help?

As for the LIST tapes, I'm sure we can arrange to send tapes to members. I have to speak with the people in charge of the tape and find out the prices, etc. I will send you the information and print it in the next issue. I'll be looking forward to your renewal!

LIST members- we received the following letter on August 6... it is reproduced exactly as written.

Dear Friends!

My name is Zbigniew. I am writing to you from Poland. Excuse my imperfect english. The address of your club I received last year from my friend, who was in your country. I am writing, because I will do nothing without your help.

I am an electric engineer. I am interested in hardware and software for microcomputers. We are twenty six young persons, who are interested in it. We write programs in BASIC, FORTRAN, PASCAL and assemblers: Z-80, 8080, 8086. We are learning programming in C language. Alas, the access to the required literature and any 16-bits computers is very difficult.

We meet together one time in week. We have three 8-bits computers: two TIMEX 2048 and one ATARI 800XL. We made our software. We dream of floppy disk drive and our printer. (We succeeded in printing this letter used of the borrowed printer.) But our greatest dream is ATARI ST or IBM PC XT compatible.

We have a great request to make. If you can somehow help us, do it please! Perhaps you have a computers equipment witch one is not used long ago. Send it to us. We are able to repair it by oneself.

Please, if you can give some financial help, do it on after- mentioned score:

Bank PKO SA o/Gdansk, Sopot, Pl. Konstytucji 3
Maja 1, POLAND

Mr. Zbigniew Dziekonski, 82-200 Malbork,
Osiedle XX-lecia 18A/2 No 795-4-58812

We set one's eyes on you only. If we will have the 16-bits computer, then we can to repay making the software for you.

We would like to enter into correspondence with you. This is our address:

Mr. Z. Dziekonski, 82-200 Malbork, POLAND
Osiedle XX-lecia PRL 18A/2

We are waiting for the message from you. Yours
very truly

Zbigniew & Friends.

* Make what you can of the above.

The Mysterious QL Simple but Accurate Timers

by Joe Newman

"I know there is a formula! But I just can't remember it... how do I figure out elapsed time from a clock?". I'm sure you've either heard someone say that or have thought it yourself at one time or another during your programming history. It seems like all programmers at one time or another have some need for a countdown clock or timer. The reasons for needing one vary greatly, from just for fun to keeping track of how long a caller is on a BBS.

The latter reason was why I started experimenting with QL timing. I wished to have an online timer for a QL BBS program I am writing. At first I thought this would be easy to do on a QL, since there is a clock built in. But then I started trying to figure out how to get elapsed time as a difference between two clock times...i.e.- how much time has elapsed if I started at 9:37 PM and it is now 10:24 PM? One can't just subtract the 10:24 from 9:37. One of the main problems was that the QL's DATE\$ function has the date as well as the time in the string. You could slice the strings apart, then go crazy digging up the formulas for finding elapsed time, but there has to be an easier way.

AH HAH! Reading the QL manual and EXPERIMENTING once again has actually helped me solve this problem. I realized that the QL has a function called just DATE. The QL manual states that "DATE will return the date as a floating point number which can be used to store dates and TIMES in a compact form." I started playing around and found out that if one subtracts one DATE from another DATE, the difference is the elapsed time! For example, try the following on your QL: type in START=DATE <ENTER>. Look at your watch or a clock until a minute is about up, then type in STOP=DATE <ENTER>. Now type PRINT STOP-START and you will get the time between when you entered start and when you entered stop. Note that this number returned is elapsed time in seconds.

Now how would you get elapsed time in hours:minutes:seconds form? That is also easy,

but involves some string slicing and the DATES function. Do the same as above with the START and STOP. Then, type:

```
ELAPSED=STOP-START
TIMES=DATES(ELAPSED)
PRINT TIMES(13 TO)
```

This will now print the elapsed time in the HH:MM:SS format. The good thing about using DATE and DATES for timing is that the timer doesn't have to be an endless loop. The RL clock continues to run as long as the RL is on. You don't have to worry about the time at all. You can check elapsed time whenever you wish by just using the above ELAPSED...etc. line from above.

As I always state- EXPERIMENT and have fun! Let us all know if you find something interesting. And also as always, if you have any questions or comments feel free to write to me.

Guide To T/S Telecommunications
Update for Version 2.0

Two boards which were down prior to publication are now back up. These are TIME WARP and VSYS. Time Warp is in Boston, no up on Casboard software. It is a part time system, operating from 11 pm to 7am (EST). The new number is (617) 481-2155. VSYS is also back up on a 2068, using JBBS software. Hours are 7pm to 9am weekdays, Fri. 8pm till Mon. 9am (EST). The number is (201) 527-0535...New Jersey.

There are a number of new boards. The most famous of these is SINCLAIR AT NIGHT run by Mark Fendrick of Computer Shopper fame. Also a part time system, it operates from 11 pm to 6 am at (718) 627-1293. It has 4 message bases, General, 1000, 2068, and RL.

I barely got the number of our first reported Canadian board, just as Ver 2 was printed. So I got the number in there, nothing more. It's called DOWNLOADERS ANDHYMOUS, and it is in Toronto. It's the online gathering place for the Toronto T/S Users Club. It has both a T/S message base and T/S file area. It operates on the new replacement for Fido software, called OPUS. 24 hrs/day. (416) 844-2035.

A tad bit closer to home is a new board in upstate New York call TCCS. (607) 785-2118. It operates during daytime hours, 8am - 11pm. This has both T/S message section and a T/S file section. This is used by members of the SINCLUS users group.

Down in Florida, the Central Florida Users Group is sponsoring a part time board. It is a re-write of the TINYBOARD and has 71/0 parameters. The number is (305) 677-9623. The hours are 6pm to Midnight Wednesday nights only.

Lastly, I just heard of a board in Las Vegas called FLASH 885 (702) 644-6910. I presume it's 24 hours. Apparently has a T/S message base, but no downloads.

There are two new important terminal programs out, one for the 1000 and one for the RL. The first is called ZX-TERMX80 and is authored by that true 'ACE' of the ZX81, Fred Nachbaur! It is available from Silicon Mountain Software, which has a free catalog. The address: C-12, Mountain Station Group Box, Nelson, BC V1L 5P1 CANADA. I haven't seen the program, but those who have say it's fantastic. No surprise there. It does require BOTH additional RAM and either the Hunter board or the new SCRAM board.

The second new terminal is called D_LINK also

also comes out of Canada. It incorporates both ASCII and XMODEM protocols as well as an internal editor. The cost is \$19.95, and it is available from META MEDIA PRODUCTIONS, 726 West 17th, Vancouver, BC V5Z-1T9 CANADA (\$2.00 sht). I hope this information is of some value to members of LIST.

- Adios, 'Phoenix' Pete Fisher!

* [I have a copy of the HAYES SMARTMODEM 1200 hardware reference manual, in case anybody is doing some BBS or modem work and would like to know Hayes' info. Just ask- Joe N.]

LENKE SOFTWARE- NEW DEVELOPMENTS

I just received a catalog sheet from Stan Lenke, describing his latest products (and his older ones). He's got some great developments for the 2068...

Pixel Print Desktop Publisher- have single or twin columns, variable size characters, many fonts and load custom fonts, SCREEN\$ graphics or icons, full size or 2040 printer output (IBM compatible DOT MATRIX). And more. A neat little item for making newsletters, ad sheets, etc.

Icon Package- for the desktop publisher, this has 102 ICON clip art pictures! Also, an Icon librarian and Icon designer. Soon Icon #3 will be available with 100 more icons!

Font Package- for the desktop publisher, has 6 new fonts: Headline, Adventure, IBM, Outline, MICR, and 5x5, also includes a Font designer and librarian. Font package #2 has 6 more fonts.

Pixel Print Tasword Utility- allows you to create text with Tasword, then convert this to Pixel Print format. Select any font, locate and merge icons, too!

And also available is the Pixel Sketch & Graphic Editor, Checkbook Budget Master, and Colossus- the Graphic Banner (mix graphics and text to make banners up to 28 feet long!). Most of the programs are \$19.95. For more information, you can contact Stan Lenke:

Lenke Software Development
2144 White Oak
Wichita, KS 67207

OR

Variety Sales

325 W. Jersey Street, #20
Elizabeth, NJ 07202 (201) 527-0535.

Stan announces his items as 'Quality products for the TS 2068'... which is definitely true! To get an idea of what Pixel Print can do, you can write to Stan or Variety for a sample printout- impressive for our 'orphan toys'.

IMPORTANT NOTE: Pixel Print had to be modified to allow use of the Tasword Utility. All owners of the original version of Pixel Print are allowed FREE upgrade to the new version. Just send the old tape back to Stan Lenke (not Variety Sales). Also, if you send Stan 4 SASE business envelopes, you will get a FREE subscription to Pixel Print Press, the quarterly newsletter for the Pixel Print Desktop Publisher.

>> LISTing <<

DON'T BE AGGRAVATED!

A DUTCH PARCHEESI-LIKE BOARD GAME - by Cedric R. Bastiaans © 1987

The listing which follows is for an entertaining boardgame (for both TS2068 and Spectrum 48K), quite popular in Germany and Holland. I became very interested, not only because of fond memories of my youth, playing the game, but also because the program is a marvel in memory-saving techniques and has colorful sprites and UDG's.

I got permission from the Dutch computer magazine SINCLAIR GEBRUIKER (which means Sinclair User) where it first appeared, to translate it for the members of the L.I.S.T. group. I started and finished this job even before I departed for Holland.

It works in a fashion, but not totally. Regrettably, the magazine has been defunct since December 1985, just when I had finished the adaptation and translation! I tried to locate the author Ferry Groothedde, but couldn't.

It is my hope that some member of our group may find the problem; I have stared at the program for too long now, to no avail...More about the problem later on.

First some information...

The original boardgame is called "Mensch, aerger dich nicht!" in German and "Mens, erger je niet!" in Dutch (broadly translates as "Don't be aggravated!"). I have been told that it is much like PARCHEESI. I have consequently called the program PARCHISI, to accommodate the 8-character maximum for program titles (Zebra FDD).

The program may take several hours to key in, but I have also sent L.I.S.T. a cassette for a future library tape if you can't bring up the energy.

Here are the instructions (also contained in lines 6000 - 6040) for playing this fascinating game:

1. - The game is played with 4 sets of four "men" (pawns), a die and the board or field.

Object of the game is to bring one's men into the field, move them clockwise around the field according to the throw of the die, until they are safely home, an area indicated by ###'s.

The player first to bring his or her men home, is the winner.

2. - A pawn landing on a spot already occupied by an opposing pawn, knocks it off the field! A pawn thusly knocked off cannot enter the game until the player throws a six, just like at the start of any turn.

It is not possible to knock one's own pawn off the field!

3. - There are always four players. One or two players play against the computer, which will thusly play the role of either three or two opponents respectively.

The computer can also play against itself.

4. - A pawn standing at the starting place (because a six was thrown), HAS to move again (throwing a six allows for a second throw). If this second throw would cause this pawn to bump off one of your OWN men, you are allowed to move another of your men. Next round, you HAVE to move it, however.

5. - Highest number cast, starts the game. You are RED, the computer is GREEN. RED throws first: press a key and the result is displayed. Press again to show the computer's throw.

6. - If one player plays against the computer, your color is RED and the computer plays YELLOW, WHITE and GREEN.

If two play against the computer, your colors are RED and GREEN.

7. - When it's your turn, the computer will ask you which pawn you want to move. You have four pawns, numbered 1 through 4. The die of your color needs to throw a six before you are allowed to enter a pawn in the field. Each time you throw a six, you are granted another throw!

8. - A pawn, which has entered the home area, cannot be moved anymore!

To see the game played, I suggest you enter 0 (zero) when prompted "How many will play against the computer?". The computer will draw the board, see FIG. 1. The computer will then play RED and GREEN. Because the computer knows the numbers of its own pawns, these numbers will not show. In FIG. 2 you can see this situation; all GREEN pawns are in the field (note that the GREEN quad in the right upper corner shows zero), but only two RED pawns have entered (the RED quad in the left bottom corner shows a remaining 2). On your color screen you will of course see it all in living color!

If YOU decide to play, your pawns will be numbered, as illustrated in the gameboard of FIG. 3.

The PROBLEM with the current listing is that, contrary to the intent of gamerules 3 and 6, only RED and GREEN EVER PLAY! WHITE and YELLOW never do. I am embarrassed that I have not been able to solve the problem. Please help, somebody?! The game otherwise plays perfectly, but only for RED and GREEN...Sometimes a WHITE die shows, while the computer burps, but never plays...

Now for some info on the PROGRAM LISTING.

It may be necessary to indoctrinate some readers in the keying in of colored spaces. Lines 180, 190, 220, 8100 and 8200 contain black squares, which really should be colored spaces.

Try the following:

Press CAPS SHIFT (CS) and SYMBOL SHIFT (SS) simultaneously and the "E" cursor will appear. Now press 2 and then SPACE (SP). Lo and behold! A RED SQUARE appeared!

To get back to the original background (paper) color, again press CS + SS, then 7 (if white is the paper color).

To properly key in the colored spaces in the above mentioned lines, do the following, remembering that BLUE (1) is the paper color in the game:


```

430 NEXT p: IF NOT v THEN GO TO 980
440 IF w THEN LET v=w
450 IF v+2#z>80 THEN LET x(j)=x(j)+e
470 LET aa= VAL b$(j,v): LET aaa= VAL b$(j,v+e): LET ab= VAL b$(j,v+2#z): LET abb= VAL b$(j,v+e+2#z)
500 LET a(aa,aaa)=0: LET aq=a(ab,abb)
510 IF aq<9 AND aq>4 THEN LET y(aq-4)=y(aq-4)+e
520 IF aq>a THEN LET t(aq-a)=0: LET y(2)=y(2)+e
530 IF aq AND aq<5 THEN LET s(aq)=0: LET y(4)=y(4)+e
540 LET a(ab,abb)=j+4
550 PRINT AT 2#aa-2,2#aaa;"\"; AT 2#aa-e,2#aaa;"\"; BEEP .1, RND $b: PRINT AT e,3;y(e); AT e,22;y(2); AT 20,3;y(4); AT 20,22;y(3);
AT 2#ab-2,2#abb; INK j=e; PAPER k(j); "P1"; AT 2#ab-e,2#abb;"ON": BEEP .1, RND $b
560 IF x(j)=4 THEN GO TO 8000
580 IF z=6 THEN RANDOMIZE : GO TO 300
590 RETURN
980 FOR p=e TO 100: NEXT p
900 FOR p=e TO 3: PRINT PAPER 0; OVER e; INVERSE e; AT p+a-e,27;"": NEXT p
910 BEEP e,- RND $b: IF z=6 THEN RANDOMIZE : GO TO 300
920 RETURN
1000 IF sp=-e THEN GO TO 300
1010 LET s= INT ( RND $6+e)
1020 FOR p=e TO 3: PRINT PAPER k(j); INK 9; AT p+9,27;d$( VAL e$(s,p)): NEXT p
1050 PRINT #e; AT e,e; INVERSE e;"Your move? (0=No Move Possible)"
1060 IF LEN INKEY$ THEN GO TO 1060
1070 LET u$= INKEY$: IF u$<"0" OR u$>"4" THEN GO TO 1070
1080 INPUT **: BEEP .05,a: LET v= VAL u$: IF v THEN GO TO 1200
1100 IF s=6 THEN GO TO 1000+(50 AND y(j))
1120 RETURN
1200 IF s<6 AND NOT (s(v) AND j=4)+(t(v) AND j=2) THEN GO TO 1050
1202 IF j=4 AND a(b,5) AND a(b,5)<5 THEN GO SUB 2900+100#s
1203 IF j=2 AND a(e,7) >= a THEN GO SUB 2950+100#s
1205 IF (s(v) AND j=4)+(t(v) AND j=2)+s>44 OR (s(v) AND j=4)+(t(v) AND j=2)>40 THEN GO TO 1050
1207 IF j=4 THEN IF s<6 OR NOT y(j) OR (a(b,5) AND a(b,5)<5) THEN GO TO 1260
1208 IF j=2 THEN IF s<6 OR NOT y(j) OR a(e,7)>a THEN GO TO 1280
1210 IF (t(v) AND j=2) OR (s(v) AND j=4) THEN GO TO 2000
1215 BEEP e,b: IF j=2 THEN GO TO 1230
1220 LET s(v)=e: LET y3=b: LET y4=5: GO TO 1240
1230 LET t(v)=e: LET y3=e: LET y4=7
1240 LET y(j)=y(j)-e: PRINT AT 20,3;y(4); AT e,22;y(2): LET l=a(y3,y4): GO TO 1335
1260 LET y1= VAL b$(j,2#s(v)): LET y2= VAL b$(j,e+2#s(v)): LET y3= VAL b$(j,2#(s+s(v))): LET y4= VAL b$(j,e+2#(s+s(v)))
1270 GO TO 1300
1280 LET y1= VAL b$(j,2#t(v)): LET y2= VAL b$(j,e+2#t(v)): LET y3= VAL b$(j,2#(s+t(v))): LET y4= VAL b$(j,e+2#(s+t(v)))
1300 LET l=a(y3,y4)
1305 IF (l AND l<5 AND j=4) OR (l>a AND j=2) THEN GO TO 1050
1310 PRINT AT 2#y1-2,2#y2;"\"; AT 2#y1-e,2#y2;"\"
1320 LET a(y1,y2)=0: IF j=2 THEN LET t(v)=t(v)+s: LET x(j)=x(j)+(t(v)>40): GO TO 1335
1330 LET s(v)=s(v)+s: LET x(j)=x(j)+(s(v)>40)
1335 IF l>a THEN LET t(l-a)=0: LET y(2)=y(2)+e
1337 IF l>4 AND l<a THEN LET y(l-4)=y(l-4)+e
1340 IF l AND l<5 THEN LET s(l)=0: LET y(4)=y(4)+e
1350 LET a(y3,y4)=v+(a AND j=2): PRINT AT e,3;y(e); AT e,22;y(2); AT 20,3;y(4); AT 20,22;y(3); AT 2#y3-2,2#y4; INVERSE j=4;v;: PRINT P
APER k(j); "I"; AT 2#y3-e,2#y4;"ON"
1360 BEEP .1, RND $b: IF x(j)=4 THEN GO TO 8000+50#j
1370 IF s=6 THEN GO TO 1000
1380 RETURN
2000 PRINT #e; INVERSE e; AT e,0;"No, you need to enter a new pawn": FOR p=e TO 200: NEXT p: INPUT **: GO TO 1050
3000 IF NOT a(a,5) OR a(a,5)>4 THEN LET v=a(b,5)
3010 RETURN
3050 IF a(2,7)<a THEN LET v=a(e,7)-a
3060 RETURN
3100 IF NOT a(9,5) OR a(9,5)>4 THEN LET v=a(b,5)
3110 RETURN

```

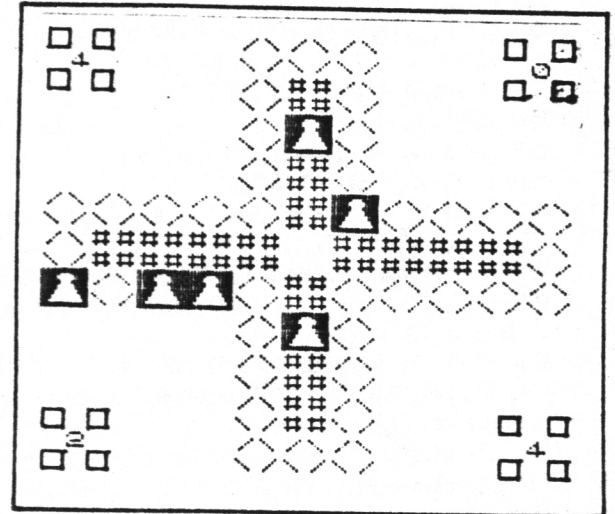


FIG 2


```

3150 IF a(3,7)<a THEN LET v=a(e,7)-a
3160 RETURN
3200 IF NOT a(8,5) OR a(8,5)>4 THEN LET v=a(b,5)
3210 RETURN
3250 IF a(4,7)<a THEN LET v=a(e,7)-a
3260 RETURN
3300 IF NOT a(7,5) OR a(7,5)>4 THEN LET v=a(b,5)
3310 RETURN
3350 IF a(5,7)<a THEN LET v=a(e,7)-a
3360 RETURN
3400 IF NOT a(7,4) OR a(7,4)>4 THEN LET v=a(b,5)
3410 RETURN
3450 IF a(5,8)<a THEN LET v=a(e,7)-a
3460 RETURN
3500 IF NOT a(7,3) OR a(7,3)>4 THEN LET v=a(b,5)
3510 RETURN
3550 IF a(5,9)<a THEN LET v=a(e,7)-a
3560 RETURN
4000 LET aa=a VAL b$(j,2), VAL b$(j,3)
4010 IF aa=j+4 THEN GO TO 360
4020 IF aa AND aa<5 THEN LET s(aa)=0: LET y(4)=y(4)+e
4030 IF aa>a THEN LET t(aa-a)=0: LET y(2)=y(2)+e
4040 IF aa>4 AND aa<a THEN LET y(aa-4)=y(aa-4)+e
4050 LET a( VAL b$(j,2), VAL b$(j,3))=j+4: PRINT AT 2: VAL b$(j,2)-2,2: VAL b$(j,3): INK j=e; PAPER k(j); "PI"; AT 2: VAL b$(j,2)-e,2: V
AL b$(j,3); "ON": LET y(j)=y(j)-e
4060 PRINT AT e,3;y(e); AT e,22;y(2); AT 20,3;y(4); AT 20,22;y(3)
4080 FOR p=e TO a: BEEP .2,5p-30: NEXT p: GO TO 300
5000 DIM d$(5,3): DIM e$(6,3)
5010 LET d$(e)=" ": LET d$(2)=" ": LET d$(3)=" ": LET d$(4)=" ": LET d$(5)=" "
5020 LET e$(e)="525": LET e$(2)="153": LET e$(3)="123": LET e$(4)="454": LET e$(5)="424": LET e$(6)="444"
5030 RETURN
6000 CLS: PRINT "The game is played with 4 setsof four ""men"" (pawns), a die andthe board or field.""Object of the game is to br
ingone's men into the field, movethe CLOCKWISE around the fieldaccording to the throw of thedie, until they are safely home,an ar
ea indicated by #'s.""The player first to bring his other men home, is the winner."
6012 PRINT "A pawn landing at a spot alreadyoccupied by an opposing pawn,knocks it off the field! A pawnknocked off like this, can'
t re-enter the game until the playerthrows a six (as at the start ofplay).""You may NOT knock yourself offthe field!"
6013 PRINT "There are always four players. One or two players play againstthe computer, which will thuslyplay the role of either thr
ee ortwo opponents respectively. There is also the possibility ofhaving the computer play againstitself!"
6020 PRINT "A pawn standing at the startingplace HAS to move at the nextopportunity, even when there areno more pawns of the same
colorparked outside the field!""However, should your die cast anumber that would result in yourbumping off one of your own men,then yo
u are allowed to move oneof your other men. Next round,you HAVE to move the start-pawn!"
6022 PRINT "Highest number cast, starts thegame. You're , the computer . throws first: press a key andthe result is displayed. Pr
ess akey again to show the computer'sthrow."
6024 PRINT "If one player plays against thecomputer, your color's and thecomputer plays , and . If two play against the com
puteryour colors are and ."
6026 PRINT "If it's your turn, the computerwill ask you which pawn you wantto move. You have four pawns,numbered 1 through 4. The d
ie ofyour color needs to throw a six,before you're allowed to enter a pawn in the field. Each timeyou throw a six, you are grantedano
ther throw of the die."
6040 PRINT "A pawn, which has entered thehome area, can not be moved any-more!""Bouncing back"" is NOT allowed.""Therefore, if y
ou threw too manypoints, you can't move that pawnand have to consider moving someother pawn!"
6050 PRINT "Now remains to indicate how manyplayers will play against thecomputer.""",u$;"SUCCESS""
6055 PRINT #e;"Press any key.": PAUSE 0: INPUT ""
6310 PRINT #e;"How many will play against thecomputer? (0, 1 or 2)": PAUSE 0: CLS: LET s$= INKEY$: LET sp= CODE s$- CODE "j": IF s$<
"0" OR sp>e THEN GO TO 6310
6320 CLS: RETURN
7000 RANDOMIZE: FOR j=e TO 4
7010 IF j=e OR j=3 THEN GO SUB 3000
7020 IF j=2 THEN GO SUB 300+(700 AND sp)
7030 IF j=4 THEN GO SUB 1000
7040 NEXT j: GO TO 7000
8000 IF sp=-e THEN GO TO 8500
8010 INPUT "": PRINT #e; AT 0,0;"You have "; "both " AND sp;"lost the game": GO TO 8500
8100 INPUT "": PRINT #e; AT 0,0;" has won the game!": GO TO 8500
8200 INPUT "": IF sp THEN PRINT #e; AT 0,0;" has won the game!": GO TO 8500

```

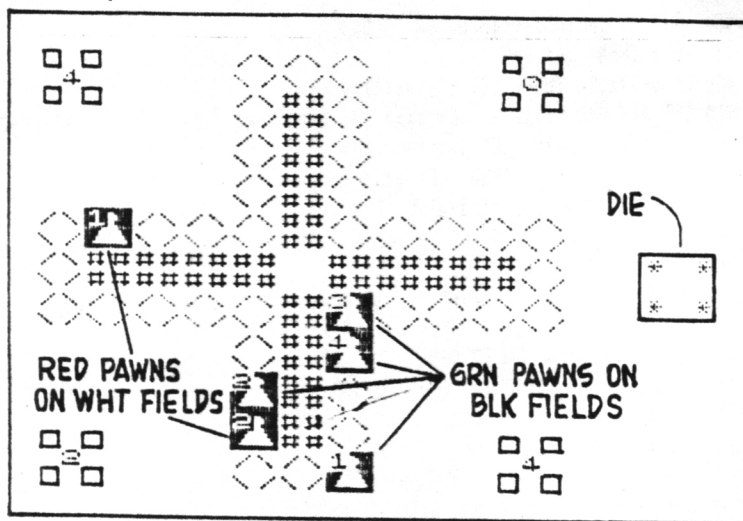


FIG 3

Syntax	WP	Z	Synchro-Sette	\$2
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Pixie and Pixure	GRA	T	Boss Software	\$2
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Orbiter	ARC	S	Silversoft	\$4
Smart Term II	COM	T	unknown	\$4
Timegate	ARC	S	Quicksilver	\$4
Combat Lynx	FLY	S	Durell	\$4
American Football (USA)	SPO	S	Argus Press (2 copies)	\$4@
Address Book	HHM	T	Zebra Systems	\$4
Personal Banking System	HHM	S	Micromega	\$4
Tasprint (Tasman IF)	HWD	T	Tasman Software	\$4
Uploader 2000	ENH	T	EZ-Key	\$6
Vu-File (A&J big wafer)	DBF	T	Psion	\$6
IF SW & Taswide (A&J small)	HWD	T	Tasman Software	\$6
Tasword (A&J big wafer)	WP	T	Tasman Software	\$6
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Alien 8	ADV	S	Ultimate Play the Game	\$6
Tasman IF driver	HWD	T	Tasman Software	\$6
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Vu-3D (A&J big wafer)	GRA	T	Psion	\$6
Micro-Paint	ART	T	Peter Caparelli	\$6
Scrabble	GAM	S	Psion	\$6
Masterfile & MF-Print	DBF	S	Campbell Systems	\$8
Supercode III	-ENH	S	Deep Thought (2 copies)	\$8@
Tasword & Tasprint (Tas IF)	WP	S	Tasman Software	\$8
Trans-Express	ENH	S	Romantic Robot	\$8
Melbourne Draw	ART	S	Melbourne House	\$8
Devpac	ENH	S	Hisoft	\$8
Deus Ex Machina (w/audio)	ADV	S	Automata UK	\$8

All items are (of course) previously-experienced, but every one is in working order or good condition. While most are for Spectrum, they all are applicable to TS2000. Please note, tho, that the Spectrum software needs a ROM emulator on the TS2000.

Machine: Z=ZX81 or TS1000, T=ative TS2000, S=Spectrum or emulated TS2000. All software does run on emulated TS2000.

Type: ADV=adventure, ART=artist/screen, DBF=database/filing, ENH=enhance operations/programming, FLY=flight/fight, GRA=graphics, GAM=game simul, SPO=sports simul, WAR=war simul, ARC=arcade, WP=word processor, HWD=hardware driver, SS=spreadsheet, JUV=juvenile, TUT=tutorial, HHM=household management, SIP= special interest program, COM=communication

All prices include shipping and handling. For pick-up at LIST meetings, extra handling is provided in place of shipping.

Mark up a copy of this notice, fill out the blanks below. Then send it, with full payment, to Mr JOHN PAZMINO, 979 East 42nd Street, Brooklyn NY 11210. Or hand it in at a LIST meeting.

Yes!! I want the Sinclair items I marked in the above table!! And here's my full payment for them!! Please send them to:

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description of fabulous stuff you ached to have	qty	price
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Winky Board 2000 for ZX81 and TS2000	1	\$10
original ZX Spectrum 48K with PSU, Americanized	1	\$100
wallets for ZX or QL cartridges with stickers	5	\$20
original ZX Interface-1 and Microdrive set	2	\$1000
A&J Mikrodrive, dual unit, takes both wafer sizes	1	\$150
Trojan lightpen with software and instructions	1	\$20
Atari-style joystick, fit for TS2000 or Spectrum	1	\$5
ZXLprint-III parallel printer interface, use any cable	1	\$30
A&J wafers, both sizes (\$10 with A&J Mikrodrive set)	50	\$20
"Spectrum Hardware Manual" Adrain Dickens	1	\$6
"The ZX-Spectrum" Ian Sinclair	1	\$6
"Spectrum Microdrive Book" Ian Logan	1	\$6
"ZX Spec. UG" Dorling Kindersley (free with Spectrum)	2	\$60
"Machine Code and Better Basic" Stewart & Jones	1	\$6
"Master Your ZX Microdrive" Andrew Pennell	1	\$6
"Easy Programming for the ZX Spectrum" Stewart & Jones	1	\$6
"Make the Most of Your ZX Microdrive" Ian Sinclair	1	\$6
"MD and IF-1 Man." CCL (free with IF-1 & MD)	2	\$6
"Spectrum ROM Disassembly" Logan & O'Hara	1	\$6
unsorted issues of "Sinclair User"	3	\$20
unsorted issues of "ZX Computing"	5	\$20
unsorted misc. American newsletters	15	\$10

All items are (of course) previously-experienced, but every one is in working order or good condition. While most are for Spectrum, they all are applicable to TS2000. Please note, tho, that the Spectrum attachments require a twister-board on the TS2000 in addition to a ROM emulator. This makes the Spectrum listed above so very attractive, for it directly accepts any Spectrum gadget (and software!)

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Name_____ Apt_____ Address_____

City_____ State & Zip_____ Day phone_____

#####

QL

```
0 REMark ** QL COLOR CHART **
20 REMark SUBMITTED BY ?
30 :
40 CLS
50 PAPER 0:INK 7
60 SC=20
70 CHOOSE
80 IF M=8 THEN SC=4
90 LET C$=' CONTRAST 76543210'
100 WINDOW 512,256,0,0
110 PAPER 0:CLS
120 PRINT ' COLOR AXIS----->'
130 LET O$=' 0 1 2 3 4 5 6 7'
140 FOR P=1 TO 4
150 PRINT O$;' '
160 NEXT P
170 FOR S=1 TO LEN(C$)
180 AT S,0:PRINT C$(S)
190 NEXT S
200 FOR N=0 TO 3
210 AT 22,12+N*SC:PRINT 'STIPPLE';' ' ;N
220 NEXT N
230 R=3
240 FOR K=0 TO 3
250 LET O=30*K
260 FOR I=0 TO 7
270 FOR J=0 TO 7
280 FILL 1
290 INK I,J,K
300 CIRCLE (1*3)+10+O,J*5+(O/3)+20,R
310 NEXT J:NEXT I
320 FILL 0
330 NEXT K
340 DEFine PROCedure CHOOSE
350 PRINT 'CHOOSE MODE (4 OR 8)'
360 INPUT M
370 MODE M
380 END DEFine CHOOSE
```

```
00 REMark ** THE CITY **
110 REMark SUBMITTED BY ?
120 :
130 PAPER 0
140 WINDOW 512,256,0,0
150 CLS
160 FOR z=0 TO 50:X=RND(10):Y=RND(79):AT X,Y:PRINT '.'
170 REPeat TOWN
180 X=RND(250)
190 Y=RND(100 TO 150)
200 W=RND(20 TO 250)
210 H=RND(100)
220 IF H<25 THEN Y=RND(5 TO 50):H=RND(150 TO 200):W=W/(RND(1 TO 30))
230 C=RND(128 TO 255)
240 BLOCK W,H,X,Y,C
250 END REPeat TOWN
```

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A

More NewsNotes:

Sorry this issue is late too- this
time it is my fault. I was away, then I
was waiting for some of the information
to arrive in the mail. Again, I
apologize and hope to have future issues
out on time. Joe Newman, Editor

Next LIST meeting is scheduled for Sept.
13 at Harvey R.'s house, 5 Peri Lane,
Valley Stream. Scheduled is QL Basics for Beginners,
by Stony McMurtry.

Next NYTSE (NYC LIST) meeting- second
monday of each month, Miss Kim's
Boutique, Park Avenue South (between
21st and 22nd St.). 7PM, come and eat
dinner while discussing the latest T/S
innovations!

It's a nice night out, only once a month, so come on by!
NYTSE meeting dates may change to spread from LI LIST.

Long Island Sinclair Timex Group

